

PRIOR ART GAMING DEVICE CABLING SYSTEM

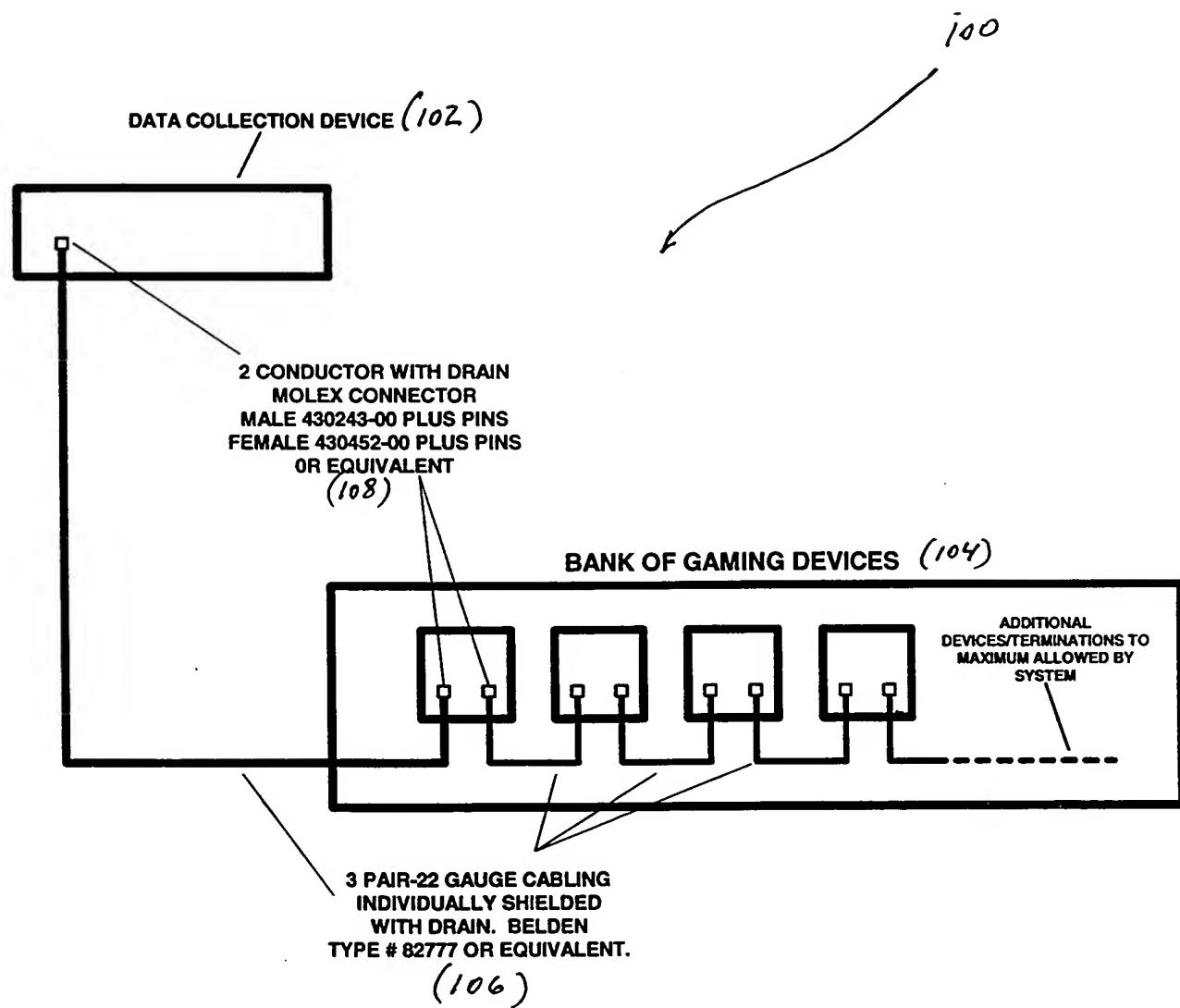


Fig. 1

GAMING DEVICE CABLING
RS 485 APPLICATION
ADJACENT MACHINE LAYOUT

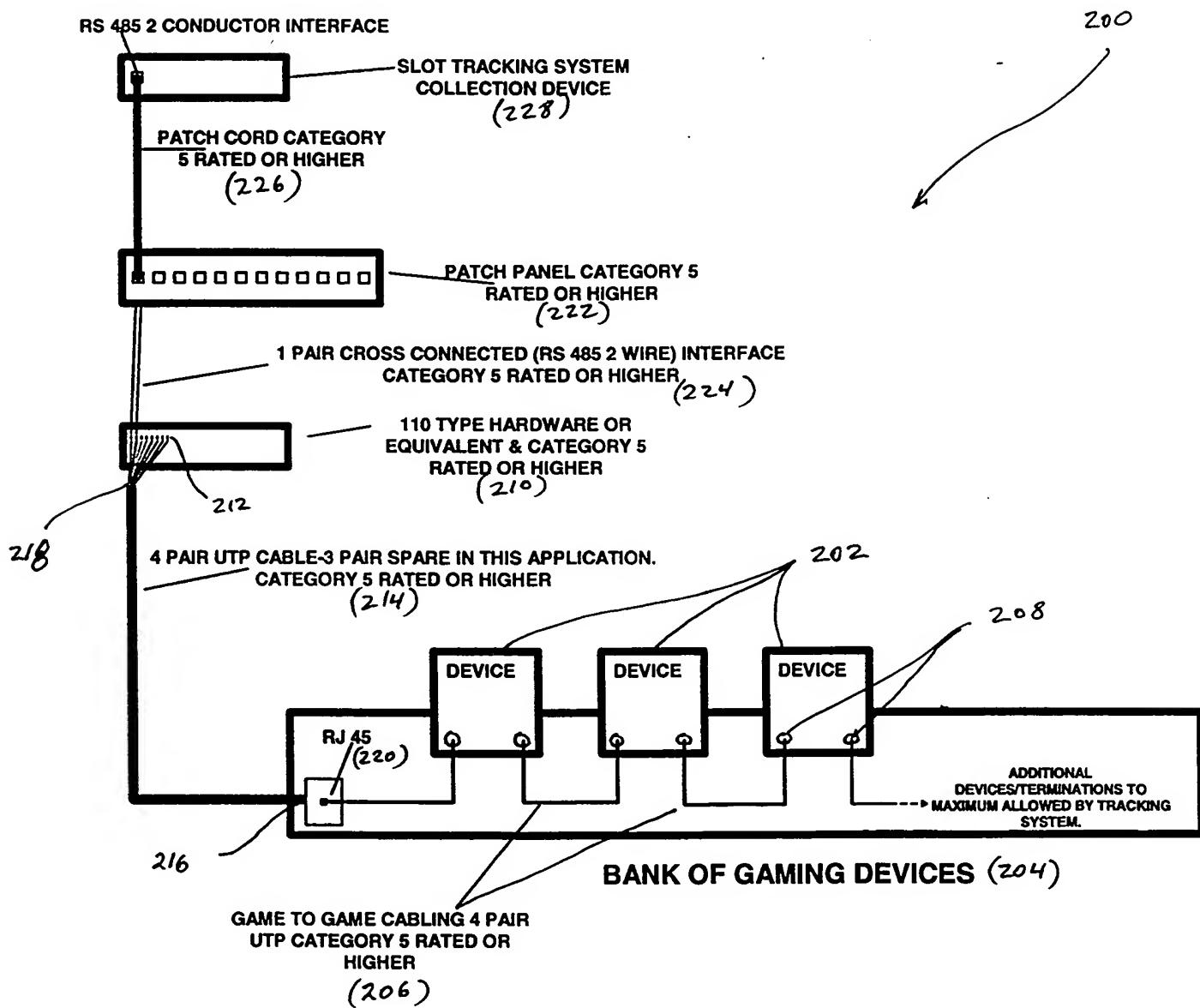


Fig. 2

GAMING DEVICE CABLING
RS 485 APPLICATION
NON-ADJACENT MACHINE LAYOUT

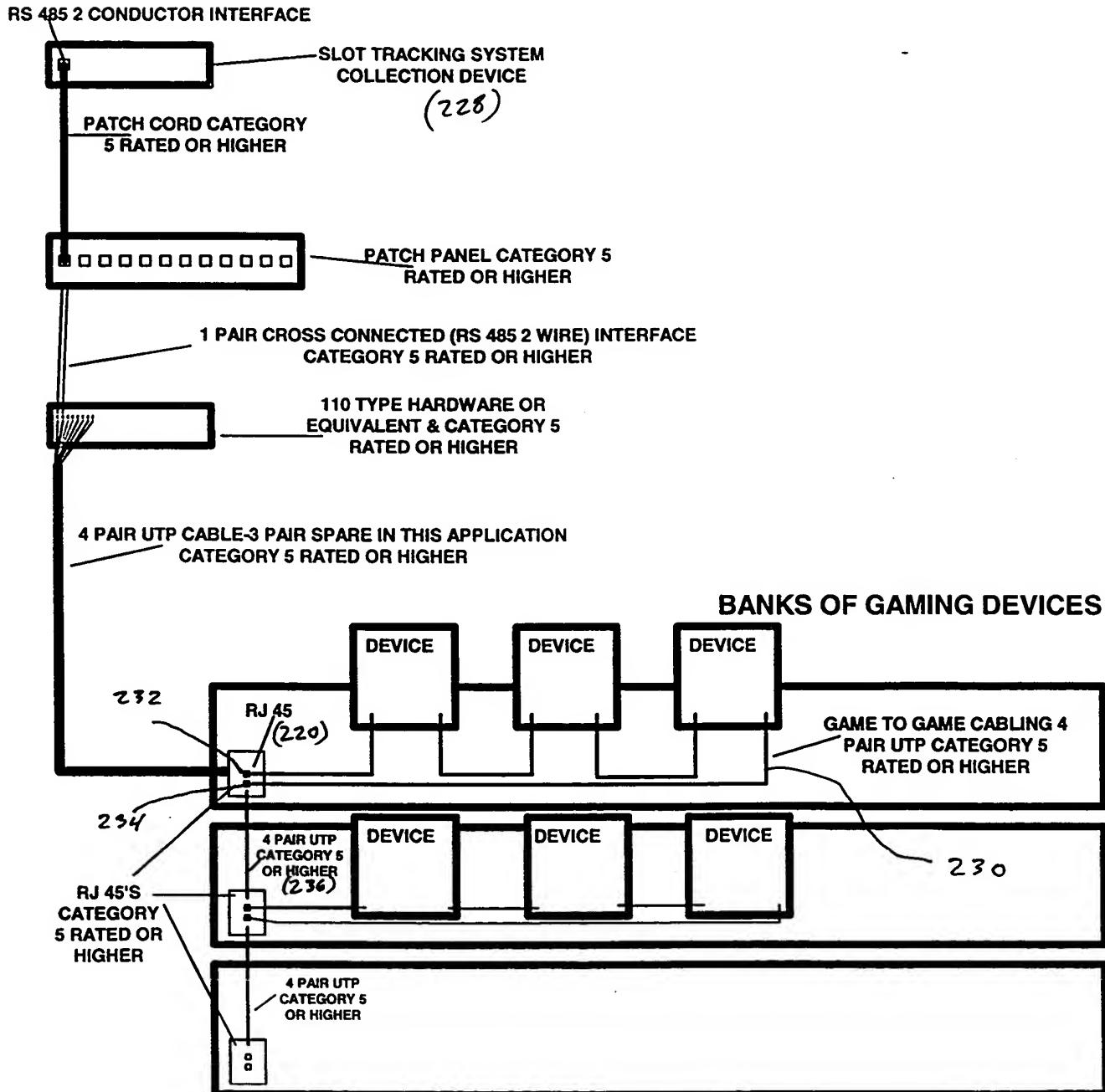


Fig. 3

GAMING DEVICE CABLING
CONVERSION TO ETHERNET
FROM RS 485 APPLICATION
ADJACENT MACHINE LAYOUT

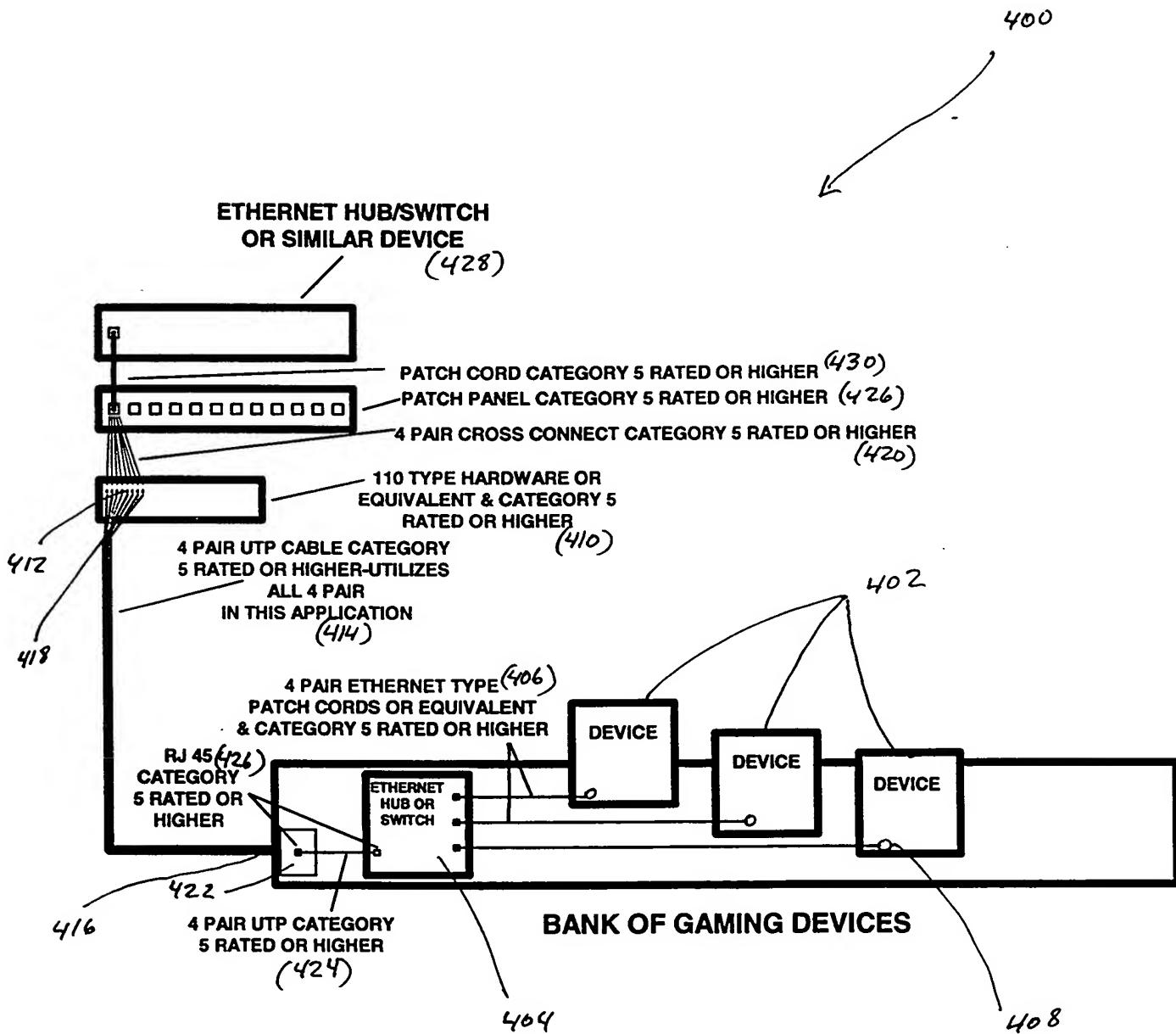


Fig. 4

GAMING DEVICE CABLING
CONVERSION TO ETHERNET
FROM RS 485 APPLICATION
NON-ADJACENT MACHINE LAYOUT

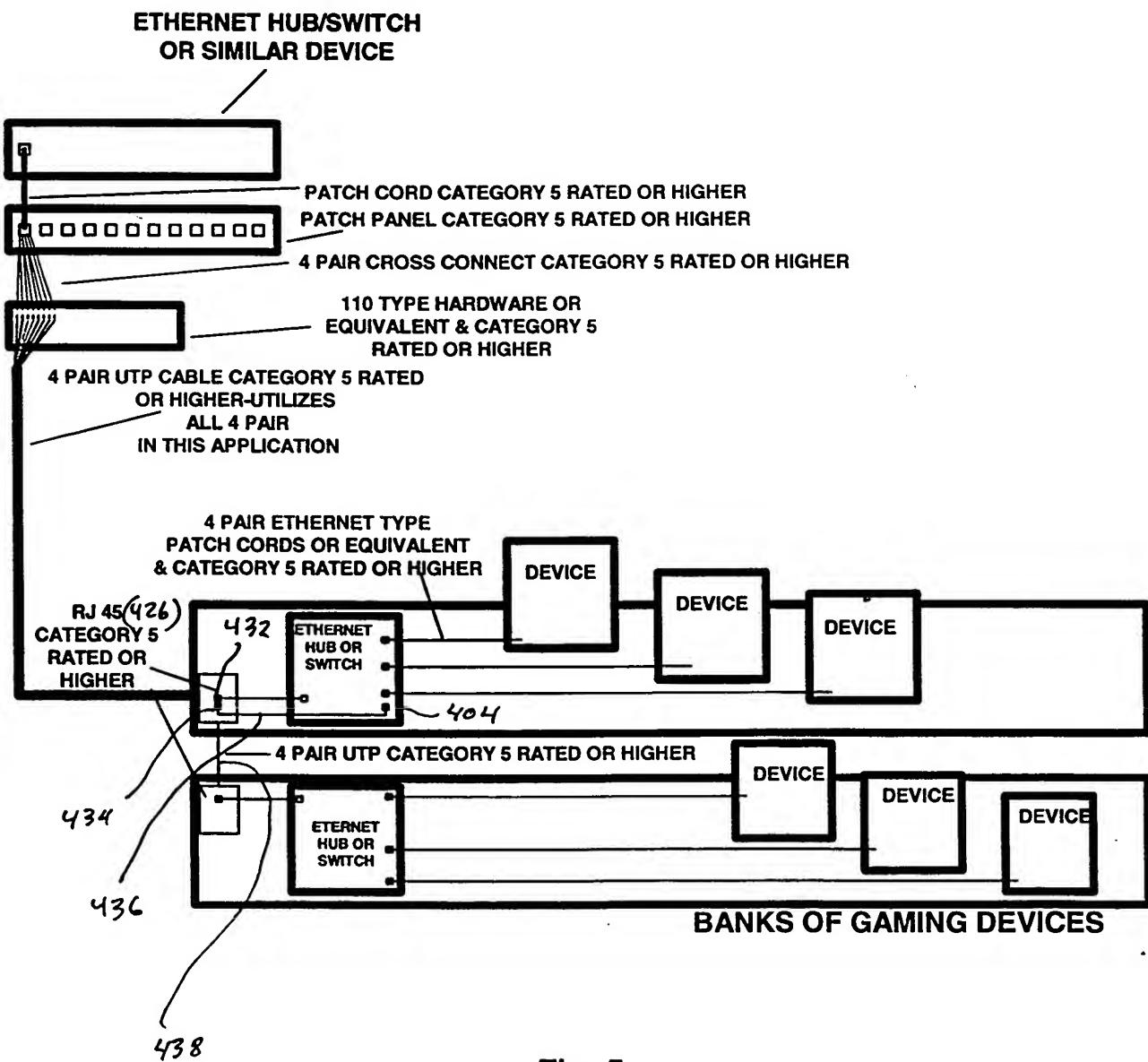


Fig. 5

GAMING DEVICE CABLING
MULTIPLE COLLECTION DEVICES
 CONFIGURATION FOR ADDING A DEVICE REQUIRING SEPARATE MONITORING
 BY THE TRACKING SYSTEM - I.E. PROGRESSIVE GAMES

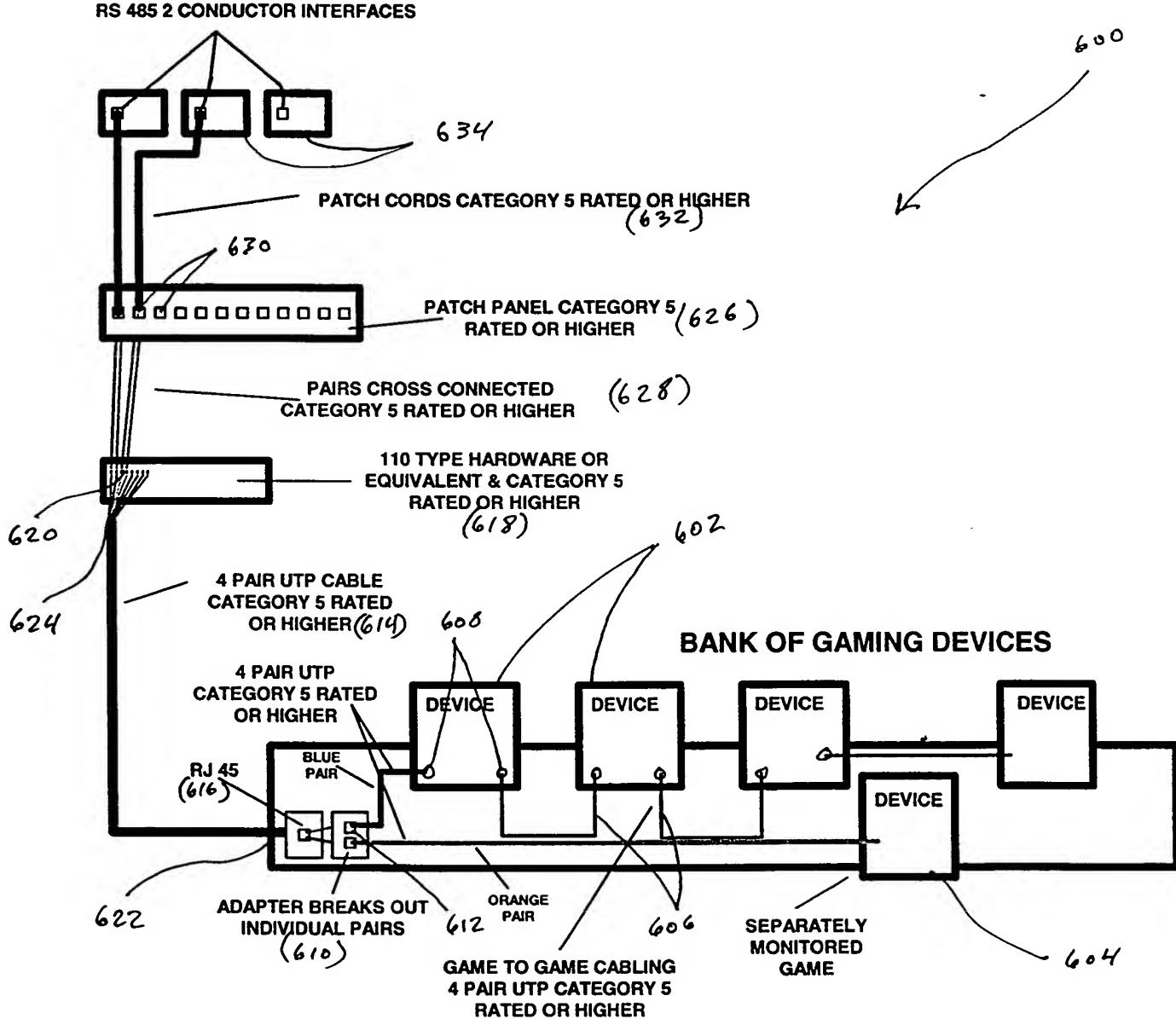


Fig. 6